

## Didactic Games for the Development of Reading and Writing: Proeduca Program

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**Abstract :** The context experienced in the face of the COVID-19 pandemic substantially changed the way children communicate and the way literacy teaching was carried out. Officially, according to the Brazilian Institute of Geography and Statistics, children who should be literate were seriously impacted by the pandemic, and it was found that the number of illiterate children increased from 1.4 million, in 2019, to 2.4 million in 2021. In this context, this work presents partial results of an intervention project in which classroom monitoring of students in the literacy phase was carried out. Methodologically, pedagogical games were developed that work on specific reading and writing content, such as 1) games with direct regularities and; 2) Games with contextual regularities. The project involves the elaboration and production of games and their application by the classroom teacher. All work focused on literacy and improving understanding of grapheme and phoneme relationships among students, aiming to improve reading and writing comprehension levels. The project, still under development, is carried out in two schools and supports 60 students. The teachers participate in the research, as they apply the games produced at the university and monitor the children's learning process. The project is developed with financial support for research from FAPESP - in the public education improvement program - PROEDUCA. The initial results show that children are more involved in playful activities, that games provide better moments of interaction in the classroom and that they result in effective learning since they constitute a different way of approaching the content to be taught. It is noteworthy that the pedagogical games produced directly involve the teaching and learning processes of curricular components - in this case, reading and writing, which are basic components in elementary education and constitute teaching methodologies as specific and guided activities are planned in literacy methods. In this presentation, some of the materials developed will be shown, as well as the results of the assessments carried out with the students. In relation to the Sustainable Development objectives (SDGs) linked to this project, we have 4 - Quality Education, 10 - Reduction of inequalities. It is noteworthy that the research seeks to improve Public Education and promote the articulation between theory and practice in the educational context with a view to consolidating the tripod of teaching, research and university extension and promoting a humanized education.

**Keywords :** didactic, teaching, games, learning, literacy

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